

CLAIMS

What is claimed is:

5    1 A method for using partial or residual game play credits in a gaming environment, the method comprising:

providing at least one gaming machine having a game playable by a player where each game play outcome is based on a random event;

providing a wagering value that evenly divides game credits; accepting game credits; using said wagering value and said accepted game credits to determine a number of game plays;

using a single win amount for each of said determined number of game plays;

15        playing said determined number of game plays by completing all of said determined game plays without player input;

tallying win events, if any, during said game plays; associating a value with said win events, if any, using said single win amount per game play; and,

20        making said associated value retrievable by a player.

- 2 The method of claim 1 where said game is one of: a slot game; a bingo game; or, a central determination game.
- 3 The method of claim 1 where said wagering value is further less than or equal to  
5 a wager value of any other game in a set of games, each game having its outcome  
is based at least partially on a random event.
- 4 The method of claim 3 where said set of games is one of: a bank of gaming  
machines; gaming machines collocated in a building; or, gaming machines having  
10 interchangeable game credit vouchers.
- 5 A method for using partial or residual game play credits in a gaming  
environment, the method comprising:
  - providing at least one gaming machine having a game playable by a player
  - 15 where each game play outcome is based on a random event;
  - accepting game credits;
  - using said accepted game credits to determine a number of game plays  
greater than one game play;
  - using a single win amount for each of said determined number of game  
20 plays;
  - playing said determined number of game plays by completing an initial  
game play and then carrying out a series of game plays until all of said determined

number of game plays are finished and further accepting no player input from the start of said initial game play until after said determined number of game plays are finished;

tallying win events, if any, during said game plays;

5       associating a value with said win events, if any, using said single win amount per game play; and,

making said associated value retrievable by a player.

6       The method of claim 5 where said game is one of: a slot game; a bingo game;  
10      or, a central determination game.

7       The method of claim 5 where said single win amount for each of said determined number of game plays is a single win amount for all games played at any time.

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8       A game for using partial or residual game play credits in a gaming environment, comprising:

means for playing a game by a player where each game play outcome is based on a random event;

20      means for providing a wagering value that;

          means for accepting game credits for play on said game means;

means for making a determination of a number of individual game plays

that could be played based on a wagering value that evenly divides game credits;

using a single win amount for each of said determined number of game

plays;

5 means for playing all of said determined number of game plays in a

consecutive manner and such that no player input is accepted;

means for tabulating win events that occur during play of said consecutive

game plays and for calculating a total win amount using a single value for each

win event; and,

10 means for awarding said calculated total win amount to a player.

9 The game of claim 8 where said game is one of: a slot game; a bingo game; or,

a central determination game.

15 10 The game of claim 8 where said wagering value is further less than or equal to

a wager value of any other game in a set of games not including said game, each

game having its outcome is based at least partially on a random event.

11 The game of claim 10 where said set of games is one of: a bank of gaming

20 machines; gaming machines collocated in a building; or, gaming machines having

interchangeable game credit vouchers.